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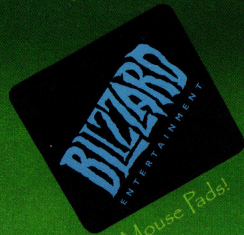
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TEEN
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WARCRAFT

BEYOND THE II DARK PORTAL



METZEN-96

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Blizzard Entertainment

P.O. Box 18979

Irvine, CA 92713

(714) 955-1380

Phone

(714) 955-1381

Fax

(714) 955-1382

Technical Support

(714) 955-1481

Blizzard IceNet BBS

(800) 953-SNOW

Sales

World Wide Web

<http://www.blizzard.com>

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Getting Started

Be sure that Warcraft II: Tides of Darkness is already installed correctly on your computer's hard drive. The Warcraft II: Beyond the Dark Portal Expansion will update your existing game files. It only needs to be run once.

INSTALLATION UNDER WINDOWS 95

Place the CD into your CD-ROM drive. If your computer is AutoPlay capable, a Warcraft II: Beyond the Dark Portal menu will automatically appear on the screen. Select **Install** to install the Expansion. You will be prompted for the location of the Warcraft II program (usually "c:\war2").

If your computer is not AutoPlay capable, open the "My Computer" folder on your desktop, then select the drive letter which represents your CD-ROM drive. Finally, double click the **Setup** icon.

INSTALLATION UNDER MS-DOS, WINDOWS 3.1

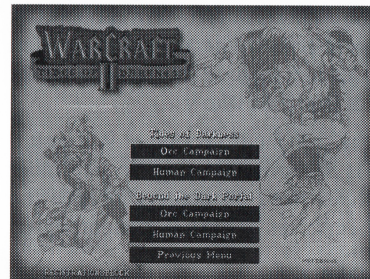
If you are running Windows 3.1, exit to MS-DOS before installing the Expansion.

Place the CD into your CD-ROM drive (usually drive D or E) and designate the drive (by typing "D:" or "E:" and pressing Enter). When the new prompt appears, type "INSTALL" and press Enter. Follow the on-screen instructions which appear.

INSTALLATION ON THE MACINTOSH

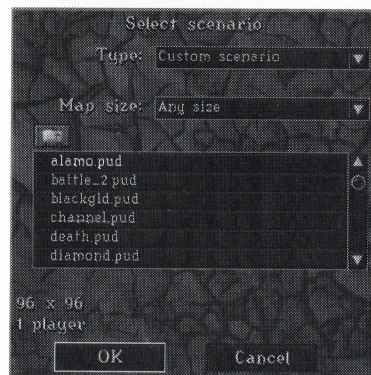
Insert the Warcraft II: Beyond the Dark Portal Expansion CD into your CD-ROM drive. Double-click on the CD icon, and then double-click on the **Installer**. You will be prompted for the location of the Warcraft II folder to install the Expansion to.

Changes in Warcraft II: Beyond the Dark Portal



If you select single player mode you will now have the choice of playing the original campaign, *The Tides of Darkness* as either orcs or humans, or the new campaign, *Beyond the Dark Portal* as either orcs or humans.

The custom PUDs (scenarios) included with Warcraft II will now be located in a new directory structure within the WAR2 directory for easy reference. Over fifty new PUDs are added to this directory.



No changes have been made to the Warcraft II Map Editor, so all of your own custom PUDs will remain compatible with the updated Warcraft II program.

NOTE FOR THE IBM-PC VERSION:

When selecting a scenario, or a multiplayer map, Warcraft II will now allow you to search through subdirectories of the WAR2 directory to find a custom PUD.

The Warcraft II Patch

Warcraft II: Beyond the Dark Portal includes the Warcraft II v1.2 update patch, which contains fixes to certain features that were not included, or did not work properly in the original IBM-PC version of the game (v1.0). The Macintosh version of Warcraft II, and recent releases of the IBM-PC version, include these fixes already. Installing the Expansion will update your copy of Warcraft II to v1.3.

In the multiplayer chat room, all players using the "patched" version of Warcraft II will have a Patch Icon next to the CD icon. It is still possible to play with older versions of Warcraft II, but some of the new fixes need all players to have the upgrade to work properly; these fixes disable themselves to ensure compatibility.

EXORCISM SPELL

In the original version, casting this spell towards the top of the map sometimes resulted in an error. This has been fixed in v1.2 and higher.

COLOR RANDOMIZATION

Experienced players have found that fixed start colors were sometimes a giveaway to the starting locations of their opponents. The patch randomizes player starting colors as well as starting locations when requested. All players must have Warcraft II v1.2 or higher for this function to work.

VERSION DISPLAY

A version number display has been added in the chatroom. As long as the game was originally created by a player with v1.2 or higher of Warcraft, the version number you see will be accurate. A v1.2 player joining a game will always have accurate information about the creator of the game. If the game creator is using a version prior to 1.2, the version numbers will not display correctly.

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America Online: Industry Connection • Keyword "BlizzardEnt." There is also a Warcraft Discussion Site in the Computer Strategy Gaming Section under "Strategy and other Sims." E-mail: **BlizzrdEnt**, or **BlizzrdMac** for Macintosh issues.

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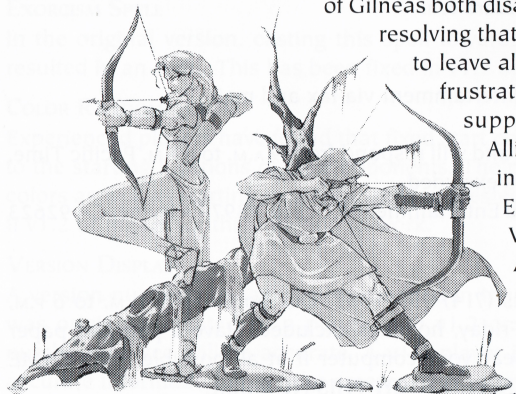
The Aftermath of the Second War

For long months the forces of the Alliance worked to seek out the renegade Orcs that had gone into hiding after the fall of the Dark Portal. The Blackrock, Dragonmaw, and Black Tooth Grin clans were captured by the Alliance and herded into guarded reserves and prison camps. While the leaders of the Alliance argued over what was to be done with them, Orgrim Doomhammer, the Warchief of the Horde, was placed under arrest and kept as an honored prisoner under the care of King Terenas of Lordaeron. Some members of the Alliance pleaded that the Orcs should be exterminated like animals, while others opted for a sentence of life imprisonment.

Having discussed the obvious benefits of a treaty with Doomhammer, King Terenas fervently hoped that the Orcs could be kept pacified long enough to eventually lose their lust for conquest. Thoras Trollbane of Stromgarde and Genn Greymane

of Gilneas both disagreed vehemently with Terenas, resolving that the Orcs were too great a threat to leave alive. After months of debate and frustration, both leaders withdrew the support of their nations from the Alliance. Azeroth alone stood fast in its commitment to the Alliance. Even with the dynamic young Varien Wrynn seated upon Azeroth's throne, the distance between the kingdoms of Azeroth and Lordaeron made their union a hollow one.

Amid the strife that was slowly dissolving the great Alliance,



JUSTIN THAVIRAT: 96

the fact remained that the once vast numbers of the Horde were no more. The Twilight's Hammer and Stormreaver clans were decimated by their own brethren in civil wars that erupted during the War. The Burning Blade clan was routed and ultimately destroyed by troops under the command of Uther Lightbringer during the Final Battle at the Portal. Only the Bleeding Hollow clan was left unaccounted for as the cunning Kilrogg Deadeye managed to evade the best efforts of the Alliance to capture his clan. Elven scouts were placed on continual patrol within the Black Morass searching for any sign of the renegade Bleeding Hollow.

• • •

Suspended ominously above the Black Morass, a tear in the fabric of reality hung like a disembodied eye, keeping watch over the ruins of the Dark Portal. This rift was the remnants of the twisted wizard Medivh's original Portal into Draenor - the dark, red world from which the Orcs passed into Azeroth. The Kirin Tor of Dalaran traveled to the lands overlooking the ruins on this site and constructed the Citadel of Nethergarde to serve as guardian should the rift ever open again....

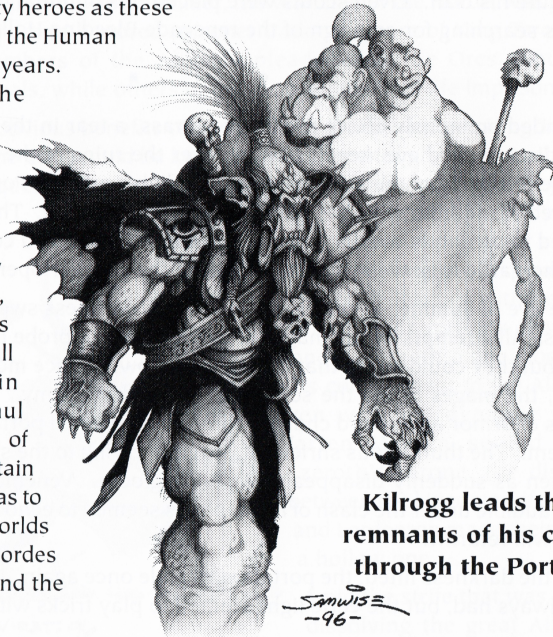
On the Eve of Summer in the year 606, a freak darkness swept across of the Black Morass. All attempts by the mages at Nethergarde to probe into the darkness were futile, but they could sense that the rift was growing once more. Then, as if from a dream, the mages heard the sounds of a marching army. Hundreds strong, the sounds of armor and sword charged through the ruined portal and then as quickly fell silent. The thunderous shrieks of Dragons crying to the skies passed overhead, and then as suddenly disappeared into the gloom. Venemous undead whispers, barely audible under the clash of metal plates seemed to echo and repeat one phrase - "We will return..."

When the darkness lifted, the portal was visible once again. It illuminated the ruins as it always had, but the eerie light seemed to play tricks with the shadows. It was

only upon closer inspection that the trampled mud that marked the passing of the Bleeding Hollow clan from Azeroth was found to be more than mere illusion.

• • •

The Bleeding Hollow crossed over into Draenor and rejoined the 'old clans' that had never seen the fields of Azeroth. To many, the warriors of the Bleeding Hollow were considered mighty heroes as these Orcs had been living in the Human lands for over thirty years. Kilrogg met with the Elder Shaman Ner'zhul who now controlled the remaining clans in Draenor. The Shaman ordered that the newly arrived Death Knights, Trolls and Dragons were to be used by all of the clans in conjuncture. Ner'zhul also informed Kilrogg of his plan to retrieve certain artifacts from Azeroth as to open rifts into other worlds and take the Orcish Hordes to great victories beyond the Dark Portal...



Kilrogg leads the remnants of his clan through the Portal



Legends of the Land

The Alliance



KHADGAR

Khadgar became a great hero in recognition for his valiant service and advice to the kingdom of Azeroth during the First War. On a quest to fathom the awesome magiks required to create the Dark Portal, Khadgar traveled to Dalaran to discuss the origins of the gateway with the mysterious Kirin Tor. Khadgar then returned to Azeroth following the Second War to oversee the ongoing study of the ruined Portal.



ALLERIA

The elusive Elven Ranger known as Alleria learned of the devastation that the Horde could bring as she searched for the remains of her family amongst the ashes of the once glorious Quel'thalas. Her all-consuming hatred for the Orcs led her to Azeroth where she leads an elite cadre of Rangers to hunt down the remaining Orc renegades of the Bleeding Hollow clan.



DANATH

A veteran mercenary captain in the Stromgarde militia and hero of the Second War, Danath made a name for himself as a great leader during the final battle for the liberation of Khaz Modan. Danath now resides at New Stormwind in Azeroth and acts as a Overseer of the camps that hold the Orc captives.



TURALYON

Turalyon was one of the first Knights of Lordaeron to be trained as a Paladin by Uther Lightbringer. Although Turalyon is a firm believer that order can be maintained only through extreme martial discipline, he is honored by his friends and foes alike. Turalyon was among the forces that Lord Lothar led into ambush at Blackrock Spire, and secretly harbors a deep regret of his inability to save the great Knight.



KURDRAN

The proud and belligerent dwarf Kurdran is one of the more notorious heroes of the Second War. Having slain nine Dragons throughout the course of the war, Kurdran and his Gryphon Sky'rie retain the reputation as being undisputed masters of the skies. Kurdran works for the various Alliance forces in Azeroth as a scout and warrior to this day.



The Horde



GROM HELLSCREAM

The mighty Chieftain of the Warsong clan is as ferocious as his battle cry. Hellscream has long waited to venture into Azeroth and prove the dominance of the Warsong clan on the field of battle. Although Grom distrusts the shaman Ner'zhul, he will lead his clan screaming onto the fields of bloody death.



KARGATH BLADEFIST

A razor-sharp scythe setting in place of his severed left hand, Kargath is always willing to engage in frenzied combat. His ruthless tactics and single-mindedness have earned him the Chieftainship of the feared Shattered Hand clan. Like Hellscream, Kargath waits only for the time his clan is unleashed upon the unsuspecting humans to engage in massive bloodshed.



TERON GOREFIEND

The ancient Orc spirit of Gorefiend writhes within the decaying body of this fallen Knight of Azeroth. Malicious and extremely cunning, Gorefiend desires to open his own Portal from Draenor and claim a world for his own. Although the wretched Death Knight has discerned the true magikal nature of the Dark Portal, he would share that knowledge with Ner'zhul for a price.



DENTARG

The Ogre Mage Dentarg is a valued servant of Ner'zhul and the Shadow Moon clan. Dentarg is often called upon to rally support from wayward clans and put them back in line should they oppose Ner'zhul's absolute rule.



DEATHWING

Second in power to only Alexstrasza herself, Deathwing is one of the greatest terrors of the known world.

During the Second War, Goblin alchemists adhered plates of adamantite steel to the Black Dragon. This made the great beast virtually invulnerable to almost any physical attack. Deathwing has taken control of a group of renegade Dragons and roosts with them upon his mountain in the Northeast of Draenor.



Clans of Draenor

SHADOW MOON CLAN

Leader: Ner'zhul the Shaman

Color: Black

The nefarious Shadow Moon clan rules over the scattered clans of Draenor. Although the clans Draenor do not maintain the unity of the Horde in Azeroth, Ner'zhul keeps these houses subjugated through fear and brute force. The Shadow Moon is heavily influenced by ancient shamanistic principles and exemplifies the raw power of the dark Orcish magiks.

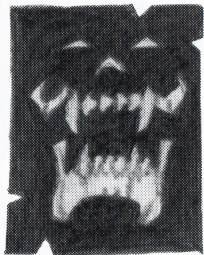


WARSONG CLAN

Leader: Grom Hellscream

Color: Red

Ripping into every combat crying epic battle-hymns of blood and death, the Warsong clan is the most distinguishable of the Draenor clans. Led by the ravenous Grom Hellscream, the Warsong clan awaits Ner'zhul's order to invade Azeroth and bathe in the blood of their enemies.



SHATTERED HAND CLAN

Leader: Korgath Bladefist

Color: White

As those of the Black Tooth Grin clan, the members of the Shattered Hand practice the rituals of self mutilation to demonstrate their loyalty to the clan. Orcs who rise to the status of warrior within the clan offer their left hands to be broken or completely removed. Their ruined stumps are often replaced by some sort of crude weapon or tool.



BLEEDING HOLLOW CLAN

Leader: Kilrogg Deadeye

Color: Orange

This clan has achieved legendary status for battling the forces of Azeroth throughout both the First and Second Wars. Kilrogg was able to avoid capture by the Alliance after the defeat of the Horde in the Second War, and with the help of Ner'zhul was able to lead his clan back to the safety of Draenor. The Bleeding Hollow now serves Ner'zhul and will stop at nothing to bring his dark plans to fruition.



THUNDERLORD CLAN

Leader: Fenris the Hunter

Color: Violet

The Thunderlord clan has strong ties to both the Blackrock and Lightning's Blade clans. Orgrim Doomhammer, former Warchief of the Horde in Azeroth, rose to power through the Thunderlord clan. Fenris, captain of the remaining Wolfriders and Chieftain of the Thunderlords is eager to lead his clan to glorious battle in the human lands.



LAUGHING SKULL CLAN

Leader: Mogor the Ogre

Color: Yellow

The morose Laughing Skull is perhaps the most treacherous of all the clans. Feeling a kinship to thievery and assassination, the warriors of the Laughing Skull are distrusted by many of their fellow Orcs. Although the loyalty of those in the Laughing Skull are questionable, the skill and audacity of their minions are unequaled.



BONECHEWER CLAN

Leader: Tagar Spinebreaker

Color: Green

The ravaging, cannibalistic warriors of the Bonechewer clan are well respected by the rest of the Horde. Ornamenting themselves with the broken bones and ruined organs of their enemies, the Bonechewers inspire fear and terror in all who behold them in battle.



Credits

Cyberlore Studios

Programming

Ken Grey

Executive Producer

Lester Humphreys

Campaign Design

Jim DuBois, Jesse King, Joe Minton

PUD Design

Jim DuBois, Jesse King, Rob Caswell, Joe Minton

Additional Design

Rob Caswell, Pete Lawson

Art Direction

Seth Spaulding 3D Art

Seth Spaulding, Pete Lawson

2D Art

Rob Caswell, Seth Spaulding, Keith Kellogg, Pete Lawson

Playtesting

Jesse King, Jim DuBois, Rendall Koski, Pete Lawson, Dmitri Nishman

Blizzard Entertainment

Executive Producer

Bill Roper

Design Consultant

Ron Millar

Storyline Consultant

Chris Metzen, Bill Roper

2D Art Direction

Samwise Didier

Additional 2D Artwork

Samwise Didier, Roman Kenney

3D Art Direction

Duane Stinnett

Additional 3D Artwork

Trevor Jacobs, Matt Samia, Justin Thavirat

Music and SFX

Glenn Stafford

Narration

Bill Roper

Character Voices

Bill Roper, Glenn Stafford, Chris Metzen, Ron Millar, Dawn Caddel

Manual Design and Layout

Robert Djordjevich, Jeffrey Vaughn

Manual Artwork

Chris Metzen, Samwise Didier, Eric Flannum, Brian Sousa, Justin Thavirat

Director of Support Services

Shane Dabiri

Lead Tester

Walter Takata

QA Assault Team

David "Deltree" Hale, John Schwartz, Tymothi Loving, Chris Millar, Russell Miller, Adam Maxwell, James Phinney

Dunsel

Frank Pearce

Assistant to Mr. Pearce

Alan Dabiri

Future Tense

Macintosh Programming

Brian Fitzgerald, David Lawrence

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